



# SXSW Interactive

*What a GT teacher learned...*



# Austin Kleon

*Calls himself a writer who draws*

*Written three books: Newspaper  
Blackout, Steal Like an Artist &  
Show Your Work*

*Two take aways:*

*1. To be interesting, you have to be  
interested*

*2. Shut up & Listen*







Image Think Doodles from  
Kleon's session





ERIC SCHMIDT  
JARED COHEN

THE NEW  
DIGITAL AGE

RESHAPING THE FUTURE  
OF PEOPLE, NATIONS  
AND BUSINESS



# The Google Guys

*They told me that I needed to be teaching my students about GRIT.*



# Neil DeGrasse Tyson

- ◆ Science Literacy= How much do you still wonder about the World?
- ◆ Education is failing students because we don't show student *how* science works.
- ◆ Stop becoming so attached to the numbers & textbooks.
- ◆ Cosmos









# CoParentology: How Tech is Empowering Parents



◆ Learned more of the good about kids & technology



# CoParentology Panel

- ◆ **Dr. Elizabeth Vandewater** – Director, [The University of Texas School of Public Health](#) Center for Research on Interactive Technology, Television and Children.
- ◆ **Mr. Francesco Cardoletti** – founder and chairman of the world acclaimed Q&A site for parents on tech, [Quibly](#) .
- ◆ **Ms. Keree Brannen** – Marketing and Biz Dev Exec w/ HNM Enterprises, proud legacy member of Jack and Jill of America, Inc. and The Girl Friends, Inc.
- ◆ **Mr. Arvin Poole** – Founder, Executive Director, Day With Daddy, moderated the panel and dug deep into some of the social and physiological aspects of how interactive and social media is changing the parent/child relationship.



# Creativity & Chaos: A Love Story

- ◆ 1. Be flat. Great ideas can come from anyone. There is on one leader or there is no diversity of thought. No one cares what your title is.
- ◆ 2. Competition is good. People should want to win. Tell people they are wrong.
- ◆ 3. Needs to be true friendships / relationships
- ◆ 4. Iterate. Always push your idea and present multiple ideas. When you think you have it, throw it away and start over. You are NEVER done.
- ◆ 5. Take the time to listen.
- ◆ 6. Test & learn. We have to test- give it to 5 people to try.
- ◆ 7. Collaboration is painful. critiques are painful. Re-work is painful.
- ◆ 8. Make sure there is time for the crazy stuff.
- ◆ 9. No one would choose to commune as their team in a war. Beware of the democracy trap. The QB changes. Someone has to make a decision.
- ◆ 10. Choose your mantra- assignments are just assignments- if you don't love it, you failed.



# Adam Savage- Art & Science

- ◆ Art & Science is a conversation about who we are and what we are doing
- ◆ Pay attention- you will notice patterns
- ◆ Question absolutely everything





# Adam Savage-Art & Science

- ◆ If Scientist could talk more about failure, they would do a better job.
- ◆ Kids think that science is white lab coats and mountains of facts, but it is so much more.
- ◆ Schools need more hands on so kids fully understand



# Adam Savage-Arts & Science

- ◆ Awesome hobbies that have nothing to do with science are very creative and everyone needs one.
- ◆ Pushing something to its limits and seeing its limit is important for kids- knowing its bandwidth
- ◆ It is not STEM, it is STEAM- we MUST have the ART for the creative process.
- ◆ When I don't know something, I start with a pencil and I cheat until I get better.





Let's talk about failure &  
Go See Art!



# Chase Jarvis- Creativity is the New Literacy

- ❖ Creativity will solve the World's problems
- ❖ Kids start to loss their creativity around 6th grade
- ❖ Online creative classes similar to Khan academy





# Ten ways to build Creativity

- ◆ 10. Pursue a creative craft- do something creative everyday
- ◆ 9. You need some space- take a walk, get a little solace, meditate
- ◆ 8. Play- get 30 minutes of play daily- you will be happier
- ◆ 7. Find a tribe- your other people who are like you
- ◆ 6. Show your work- tighten your community, your work will get better
- ◆ 5. Imperfection- iteration go hand in hand



# Ten ways to build Creativity

- ◆ 4. Put more of you into your work- tell real stories
- ◆ 3. Doubts= Doing it right- you must be scared, vulnerable, uncomfortable, take risks
- ◆ 2. Make Something Everyday- creative activities create more creativity
- ◆ 1. YOU HAVE NOTHING TO LOSE- Take a risk



